

# Ansonia Cup Tournament Rules

## 1. GENERAL TOURNAMENT RULES

1.1. There are NO protests regarding the outcome of the games; all decisions made by the referee are final and may not be protested or appealed.

1.2. The Tournament Committee reserves the right to decide on all matters pertaining to the tournaments and all interpretations of the rules are final. If a team disregards any decision made by the tournament committee (including the inclement weather policy), all remaining games will be forfeited and therefore disqualified from the tournament.

1.3. Under no circumstances will the Tournament Committee, the host club, or governing body be responsible for reimbursing any expenses (including tournament entry fee) incurred by any team; including situations in which the tournament or any game(s) is canceled in whole or part.

1.4. If the event is cancelled in its entirety, meaning no games have kicked off for the event, refunds will be decided by the tournament committee after all tournament expenses have been paid. If the event is cancelled in part, the tournament committee reserves the right to refund teams with a credit towards future events and will be determined after the conclusion of the event.

1.5. Upon notice of acceptance, any team that withdraws from the tournament will forfeit the entry fee in its entirety, unless replacement team is available

1.6. If there are any violations of the tournament, which may include but are not limited to the following examples: behavioral misconduct, forfeits, and destruction of property (i.e. leaving trash at team's bench) the offending team will be removed from the tournament and not invited to following tournament.

1.7. The Tournament Committee has the authority to remove any person(s) from the tournament for abuses in conduct. Repeated violations may result in the suspension of the team or person from the tournament and/or future tournaments as decided by the tournament committee.

1.7.1. PETS ARE PROHIBITED WITH THE EXCEPTION OF SERVICE ANIMALS.

1.7.2. OUTDOOR GRILLING IS NOT PERMITTED.

1.7.3. ALCOHOLIC BEVERAGES AND SMOKING ARE STRICTLY PROHIBITED.

1.7.4. ARTIFICIAL NOISE-MAKERS ARE PROHIBITED

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1.7.5. FAILURE TO COMPLY WITH PARKING INSTRUCTIONS FROM SIGNAGE, EVENT STAFF, AND/OR FACILITY STAFF. ELITE TOURNAMENTS AND THE HOST CLUB ARE NOT RESPONSIBLE FOR TICKETING OR TOWING.

1.7.6. ALL VIDEO RECORDING EQUIPMENT MUST BE PROPERLY ANCHORED AND SHALL NOT INTERFERE WITH GAME PLAY. IF SETUP ON THE TEAM SIDELINE, OPERATORS MUST BE PROPERLY CARDED ON THE TEAM'S OFFICIAL ROSTER.

## 2. TEAM REQUIREMENTS FOR CHECK-IN AND TEAM ELIGIBILITY

2.1. Teams are required to check-in prior to the start of the tournament. The tournament check-in procedure can be located on the Tournament Website.

2.2. What is needed for Check-In:

2.2.1. Two copies of the current official CJSA State Association approved roster. Rosters must include player jersey numbers, birth date and player identification number.

2.2.2. No player shall play or be rostered for more than one team in during the tournament.

2.2.3. Guest player's current player identification information added to the bottom of the roster being submitted (player jersey numbers, birth date and player identification number.)

2.3. Each team must be registered with a National Soccer Association affiliated with the United States Soccer Federation or their national equivalent and possess and present a valid state / provincial or national association roster.

2.4. Rosters submitted at Team Check-In shall govern and must be present at every game (the roster must also be properly stamped by its state or regional association). At the discretion of the site coordinator, rosters may be reviewed to identify ineligible players.

## 3. LAWS OF THE GAME

3.1. All games shall be played in accordance with FIFA Laws, except as specifically modified by these rules in this document.

3.2. The Tournament committee has made the commitment to the use of the three-man referee system for all matches

3.3. Any Player or Coach that receives 3 Yellow Cards over the course of one day of play will equal a Red Card

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3.4. Any Player or Coach that receives a Red Card will be removed from the game and will serve a minimum 1 game suspension. The Tournament Committee has the right to shorten or lengthen the suspension.

3.5. Any Team that collectively receives 3 Red Cards will forfeit all remaining games and be removed from the tournament.

## 4. EQUIPMENT, UNIFORM AND FIELDS

4.1. Players of the same team must wear uniforms of similar design and color with numbers on the back of their uniforms. The numbers must coincide with the numbers listed on the team's official state / provincial roster. If the numbers do not match those of the roster, the player may not participate in tournament games.

4.2. Players are required to wear shin guards in accordance with FIFA Laws of the Game.

4.3. Teams must be at the fields 20 minutes prior to the scheduled kick-off. Regardless of weather conditions, coaches and teams must appear on the field ready to play as scheduled, unless otherwise directed by the Tournament Director. Failure to appear will result in forfeiture of the game, as only the referees and/or tournament committee can postpone or cancel a match.

4.4. Game balls will be provided by the referees at the start of the match. If the balls provided are lost or damaged throughout the course of the day, the home team will provide the ball.

4.5. No jewelry may be worn by any player during a match (earrings, watches, necklaces, etc.).

4.6. Coaches and players shall stand on opposite sides of the field from parents and spectators. No coaching shall be permitted within 18 yards of the goal line, from behind the goal line or from the parent/spectator sideline.

## 5. SUBSTITUTIONS

5.1. Substitutions without limit may be made during any stoppage of play at the referee's discretion. This can include throw-ins by either team, goal and corner kicks, free kicks by either team, etc.

## 6. DURATION OF GAMES

6.1. Games will consist of 2 - 30 minute halves with a 5 minute halftime. There is no overtime for Round Robin Play, there will be standard Extra Time for Playoffs (2 – 15 minute halves, then 5PK shootout).

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6.2. In the event, inclement weather forces a cancellation of a game after at least 20 minutes (or at the discretion of the tournament director) have been played, the game shall be considered official; the score at the point of cancellation will stand as the final score. If the game is stopped before 20 minutes have passed, the match may be rescheduled for complete replay, resumed, or considered final at the discretion of the tournament committee.

6.3. In the event of an injury, make up time will not be awarded. The clock will continue to run and the game will resume once the player has left the field. In the event that the duration of the game runs out of time while the injury is still in progress, the score will stand as final.

## 7. FAILURE TO SHOW AND FORFEITS

7.1. A game may not start with fewer than the required minimum number of properly uniformed players on each team. The minimum number of players for a game is Seven (7) for any full-sided (11v11) match.

7.2. Once a game has started, it may not continue with fewer than the stated minimum. If a match cannot start or continue because of a team having fewer than the minimum, that team shall forfeit the game.

7.3. A team shall have a five (5) minute grace period from the scheduled kick off time to take the field before the match is awarded to their opponent as a 5-0 forfeited win.

7.4. If a team through the actions of its players, coaches, and/or spectators, is the cause for a termination of a game, the match will be awarded to their opponents as a 5-0 forfeit win.

## 8. DETERMINATION OF POOL WINNERS

8.1. At the end of the Round Robin, the pool winner shall be the team with the most points in their group. Teams will be awarded points on the following basis:

8.1.1. Three (3) points for each win

8.1.2. One (1) point for each tie

8.1.3. Zero (0) points for each loss

8.2. Tie-Breaker System after Round Robin play, in the order listed below:

8.2.1. When the tie-breaker system is used, the following criteria is followed in order until one or more team(s) are superior at any given step. 9.3. 9.4. 9.5.

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8.2.1.1. Head-to-head record against tied teams (if there is a 3 team tie, proceed to the next tie-breaker)

8.2.1.2. Goal Differential (the difference between goals for and goals against) with a maximum difference of five (5) goals per game. For example, an 8-1 final score calls for a +5 goal difference for the winning team, and a -5 goal difference for the losing team. For example, a 3-1 final score calls for a +2 goal difference for the winning team, and a -2 goal difference for the losing team

8.2.1.3. Fewest Goals Against

8.2.1.4. Most wins

8.2.1.5 Least Games Lost

8.2.1.6 Total Goals Scored

8.2.1.6.1. In the case that none of the criteria can determine superior teams in a 3-team tiebreaker, a random draw will be conducted by the tournament committee to determine seeding/advancements. In the event that a wildcard team must be selected for the playoff rounds, the above procedure will be used across the entire flight. During a semifinal and final match, if a tie score exists at the end of regulation and standard Extra Time, the FIFA penalty kick procedure will be used to determine a winner. The winner of the penalty kick shootout will be awarded with 1 additional point to be added to the final score (for example, at the end of regulation and extra time, if the score is tied 1-1 the winner of the penalty kick shootout will be awarded 1 additional point to the final score. The final score will be 2-1.)

## Penalty Kick Procedure:

8.5.1. Each team will select five (5) players to kick – only players on the field at the end of the game may be selected.

8.5.2. Teams will alternate kicks – first team to kick will be determined by the referee's coin flip.

8.5.3. If the score remains tied after five (5) kicks, teams will alternate kicks one at a time from the remaining players on the field until a winner is determined.

8.5.4. No player may shoot more than once until all eligible players have taken a kick.

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8.5.5. Keepers may be changed after any shot from the list of participating players for the penalty kicks.

8.5.6. If at the end of the match and before the kicks start to be taken from the penalty mark, one team has a greater number of players than its opponents, it must reduce its number to equate with that of its opponents and the team captain must inform the referee of the name and number of each player excluded. Any player thus excluded may not participate in kicks from the penalty mark or serve as the keeper.

8.5.7. Unless participating in the penalty kicks as a kicker or goalkeeper, team members, coaches and other bench personnel shall remain on designated sideline (off the field).

## 9. GAME AND SCORE REPORTING

9.1. The field marshal will obtain signatures from the referees, home and visiting team official representative (coaches or manager) to verify all of the information reported on the game report (Score and Cards Given).

9.1.1. Once the team official representative has verified and signed the official game report that information will stand as reported and will not be modified.

9.2. If a team outscores a team by more than five (5) goals, the score that is reported online will not exceed a five (5) goal difference. For example, a 17-2 final score will be reported as 7-2 online.

## 11. INCLEMENT WEATHER

11.1. Regardless of weather conditions, players and coaches must be present at the scheduled field at the scheduled time, ready to play. In the event of inclement weather, the tournament committee will have the authority to change any game as follows:

11.1.1. Relocate or reschedule game(s);

11.1.2. Change the duration of game(s);

11.1.3. Cancel preliminary game(s) that have no bearing on the selection of division winners.

## 12. PROTESTS AND DISPUTES

12.1. All disputes for non-referee decisions are submitted through the Site Coordinator in writing to the Tournament Director and the Judicial Committee (consisting of the Tournament Director and other Ansonia Soccer Tournaments Staff). The Judicial Committee will consider and hear protests and disputes from official team representatives only; which consists of the coaches and managers listed on the official

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roster provided to the tournament. Appeals of misconduct reports shall be settled by the Judicial Committee with input from the referee assignor. All protests and disputes must be made with the Site Coordinator within 30 minutes of the completion of the match. The Tournament Director and Judicial Committee will take such actions necessary to resolve the dispute.

12.2. Decisions by referees regarding the outcome of the game are final and may not be appealed; any decisions by the tournament director or tournament committee deciding a protest or dispute are final and may not be appealed. **Videos and/or game footage will not be accepted or viewed by the Tournament Committee concerning on-field decisions.**

12.3. A protest of player eligibility ("roster-check") must be made by an official team representative (coaches and managers listed on the official roster provided to the tournament) at least 20 minutes prior to kickoff with the site coordinator and/or Tournament Director. If a player is ruled ineligible, the player will be prohibited from participating for any team for the remaining games of the event. The Tournament Committee reserves the right to determine the fate of the team's previous matches, along with their remaining participation and official standings in the tournament. No roster checks will be conducted after a match kicks off.

## 13. CONDUCT

13.1. Tournament staff will designate one sideline to be used by the players, coaches, and managers listed on the official roster provided to the tournament. Any individual not listed on the official roster must remain in the area selected for spectators. Teams will be separated by the mid field line. The tournament staff will then designate the opposite sideline for the use of parents and spectators. No one will be allowed behind either end line.

13.2. Players, coaches and spectators are expected to conduct themselves within the letter and the spirit of "The Laws of the Game." Any displays of temper and/or dissent are cause for removal from the game and surrounding field area. The Site Coordinator has the authority to remove any person(s) from the tournament for abuses in conduct. Repeated violations may result in the suspension of the team or person from the tournament and/or future tournaments as decided by the tournament committee.

13.3. HARRASMENT OF ANY TOURNAMENT OFFICIALS (INCLUDING REFEREES) FROM COACHES, PLAYERS OR SPECTATORS WILL NOT BE TOLERATED AND WILL RESULT IN THE IMMEDIATE AND PERMANENT REMOVAL FROM THE FACILITY AND THE TOURNAMENT.

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13.4. The tournament committee reserves the right to suspend or cancel game play due to circumstances deemed necessary, including but not limited to misconduct of any team representatives including players, coaches, and spectators. This can additionally result in a team being disqualified from the remainder of the tournament. A written complaint will be filed with the CJSA.

13.4.1. If a match is terminated or suspended due to the misconduct of one or multiple representatives of a single team, the match will be scored as a 0-5 forfeit loss for the team responsible. In addition, the team responsible for the termination will not be eligible to advance to the playoff rounds (semi-final/final) or receive any awards

13.4.2. Team officials are responsible for the behavior of the spectators. Team officials can be disciplined by the referee for failure to control their spectators. The competition authority has the ability to ban a spectator, forfeit a match, or expel a team from the competition for violations or abuse of a referee or the referee crew.

## 14. CONCUSSION POLICY

14.1. Pursuant to State law, Coaches, referees, medical staff or tournament officials must remove from play an athlete exhibiting the signs and symptoms of a concussion during practice or a game. Once a coach, referee, medical staff or tournament official removes an athlete from a game the decision cannot be overturned. Once the athlete is removed from play for symptoms of a concussion the player, is not permitted to return to play until he or she has been assessed by a physician or licensed health care provider and received written clearance, signed by the physician or licensed health care provider. This written clearance must be submitted to, and approved by, a tournament director before the athlete is permitted to return to play